nintendo power

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• Forecast for the Year 2000 • The Turn of the Millennium Compendium

## The best tips, codes and news for 2000.

Nintendo Power explores the past and the future in this special 32-page subscriber bonus. Looking to the past, we polled the pros at Nintendo and collected their top tips and codes for the NES, Game Boy, Super NES, and N64. Then we looked forward to the year 2000 for the biggest upcoming news.

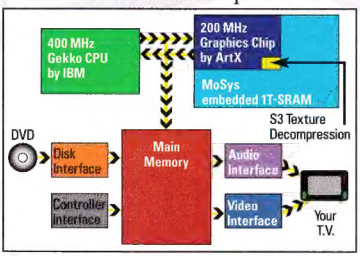
NINTENDO POWER®

# FORECAST FOR THE YEAR 2000

***As the millennium clock clicks down, Nintendo Power gazes into the future to bring you a glimpse of what the year 2000 has in store for you in games and new technologies. It's bound to be an unprecedented year for fun.***

## DOLPHIN SURFACES IN 2000

The most promising and powerful of the next generation game consoles is Nintendo's project code-named Dolphin. Nintendo and its third-party publishers have kept the door closed on game announcements so far, but Nintendo's Shigeru Miyamoto and other top developers have revealed that they're deeply involved with Dolphin projects. (See our interview with Mr. Miyamoto in the following pages.) The actual launch date of Dolphin likely will be based on the availability of games. But even as the software development heats up, it turns out that much of the hardware is ready to go. Good evidence of that is our exclusive first photo of the Gekko Central Processing Unit chip. This chip off the IBM block may seem tiny compared to a human thumb, but the 400 MHz CPU of Dolphin is the fastest and most powerful game console CPU in history. Gekko uses Big Blue's 0.18 micron copper technology that allows it to scamper in circles around the competition. We've put together the most up-to-date information on the Dolphin along with a schematic of how the components fit together. As the launch date for Dolphin draws closer, Power readers will get the official news first.



Say hello to Gekko. This small but mighty IBM chip is ready to be manufactured at the IBM plant in Burlington, Vermont.

## N-SIDE PROJECT DOLPHIN

### Gekko CPU

At the heart of Dolphin is the Gekko CPU. Clocking in at 400MHz, the Gekko still runs cool because of the heat dissipation properties of IBM's 0.18 micron copper technology. Only IBM has the facilities to manufacture such cutting-edge chips in mass market quantities, which will help keep Dolphin's costs down.

### ArtX GP

The custom Graphics Processor from ArtX, Inc., in Palo Alto, California, was designed by a team led by Dr. Wei Yen—the chief designer of the N64 graphics chip. Our sources tell us that the ArtX graphics chip can produce many millions of textured polygons per second, much more than the closest console competitor. In this critical area of graphics, Dolphin will leave the others in its wake.

### Matsushita DVD

Dolphin features a DVD drive produced by Matsushita, better known to consumers by the Panasonic brand name. DVD discs store an enormous amount of data—many times the capacity of a CD-ROM—which is critical for storing video, audio and detailed 3-D graphics.

### S3 Compression

S3 texture compression technology from S3 Incorporated is embedded directly onto the ArtX graphics chip. The six-to-one compression ratio will result in saved game memory, but far more important is the fact that the decompression of textures is handled automatically by the graphics chip. The results will include elimination of blurriness, blockiness and monotonous repetition of the same elements on screen. All of this will help push Dolphin closer to the frontier of real-time, super realistic graphics than any other game console.

**Without Compression** **With Compression**

### MoSys

MoSys' patented 1T-SRAM technology is used in Dolphin to embed large, very high performance memory directly onto the ArtX graphics chip. It eliminates transmission times between memory and chip. Gamers can expect more detailed graphics moving at higher frame rates.

## A YEAR OF STARS

Beyond Dolphin, the year 2000 will be even bigger than '99 for the N64 and Game Boy Color. The list of heroes is staggering: Mario, Link, Joanna Dark, Banjo, Kirby, Mickey Mouse, Spider-Man, Tarzan, Turok, Hercules and more, not to mention sports stars such as Tony Hawk. But the brightest star is Pokémon, and the phenomenon will become even bigger with the release of Pokémon Stadium for the N64 and the Gold and Silver versions of Pokémon for Game Boy Color. Now, let's take a look at the games themselves and see why they are destined for stardom.

## POKéMON STADIUM

nintendo 64

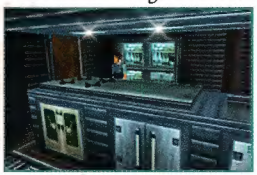
This is the way Pokémon were meant to fight. In Pokémon Stadium, players square off against each other with teams of three Pokémon. If you're worried about not having enough Pokémon to compete, relax. You can rent your Pokémon from the game as well as import them from a Game Boy Pokémon game using the packed-in Transfer Pak. Stadium features a wide range of tournaments and challenges, plus a fun lineup of nine minigames. Pokémon Stadium may be the game of the year for Pokémaniacs, and we predict it may be the game of the millennium, as well.

The Transfer Pak links Game Boy Paks to the N64 for added fun.

## PERFECT DARK

nintendo 64

The delay from December to April may seem like a long time for N64 players who've waited eagerly for Perfect Dark ever since it was announced, but the extra polishing time will make them forget all about the wait when Rare's tour-de-force is released. GoldenEye's incredible graphics and depth of play will have to take a back seat when PD comes to town. The AI for bots (both friendly and antagonistic) breaks new ground for video games—players can give tactical commands to their alien buddies. And by using a combination of the Game Boy Camera and Transfer Pak, players will be able to paint their own likenesses on characters for multiplayer matches. All of this makes Perfect Dark the brightest star in the N64 sky and the most anticipated game of the year.



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## ZELDA GAIDEN

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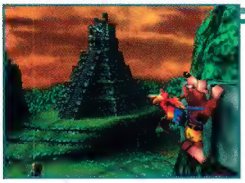
When word was first whispered that a new Zelda game for the N64 was in the works at Nintendo's EAD group, many people suspected that it was just an added level or tweak of Ocarina of Time. Never before had two Zelda games appeared back-to-back. The truth is that Zelda Gaiden is an entirely new adventure that makes use of some elements of the Hyrule introduced in Ocarina of Time. The adventure involves himself (at an age between that of the young and mature Links of Ocarina) in a quest to save the world from the falling moon. This time, Link uses masks to transform himself into new forms, such as Gorons, Zoras and Deku Scrubs, giving Zelda Gaiden a range of moves and activities that Ocarina never had. Zelda Gaiden most likely will appear first in Japan this summer and in North America before the end of 2000.

## BANJO-TOOIE

nintendo 64



Rare's magic treasure chest is full of surprises for 2000, but one of the biggest will be the return of Banjo and Kazooie in Banjo-Tooie. The second adventure for B and K takes them through nine worlds and 150 areas peopled with more than 100 characters. Both Banjo and Kazooie have lots of new moves, and there will be places where the duo splits up to accomplish tasks alone. With minigames, multiplayer options, and incredible graphics, Banjo-Tooie is sure to be huge in 2000.

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## ETERNAL DARKNESS

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Can a star shine in Eternal Darkness? It's no problem when the star comes from Silicon Knights and is published by Nintendo. This stylish, horror adventure focuses on dramatic camera angles and truly stunning 3-D graphics. Players step into the roles of ten characters in different places and times where they must solve puzzles and battle evil. The unique Insanity Meter builds up as players make mistakes or face too many enemies, and the results may drive them mad. Eternal Darkness should be ready to dominate your life by late summer.

## EXCITEBIKE 64

nintendo 64

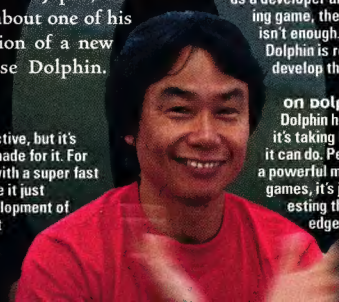
The original Excitebike for the NES featured lots of jumps and a track editor, which is just what the new Excitebike 64 from Nintendo and Left Field Productions offers. But Excitebike 64—featuring stunts, time trials, season races, at least eight outdoor and 11 stadium tracks, four-player options such as Soccer Mode and even the original 8-bit game and a new 3-D game based on the original—goes farther and higher than other two-wheeler sims. The mix of features, graphics (including Picture-in-Picture) and superior play control will make this summer the most exciting one ever on the N64.

## A MOMENT WITH MIYAMOTO

In a recent internet interview in Japan, Nintendo's Shigeru Miyamoto talked about one of his current projects—the creation of a new kind of game to showcase Dolphin. Here are the highlights.

### on technology

High tech hardware may seem attractive, but it's only as good as the games that are made for it. For example, someone could come out with a super fast car and everyone would want to drive it just because of its speed. But in the development of games, if faster is the only important component, then all you need is the hardware engineer. My job is as a developer and planner. If I don't do my job in making an exciting game, then people will lose interest in the hardware. Speed isn't enough. Of course, Dolphin is very fast—faster than PSX2. Dolphin is really a superior piece of hardware, but we need to develop the best way to use it.



### on Dolphin

Dolphin has so much more power than previous systems that it's taking longer to experiment with game ideas to see what it can do. People ask me if it's difficult to make games for such a powerful machine. I don't think it will be difficult to make games, it's just not quite clear to me yet what sorts of interesting things we can do in those games with this cutting edge technology.

The classic next generation racer from Namco will find a true next gen home on the N64 when Nintendo waves the green flag for Ridge Racer 64 in February. This version combines the tracks from the first two RR games plus variations that give it far more depth than any Ridge Racer to date. The 20 cars look better than ever, even when four windows are open for multiplayer races. With the responsiveness of an arcade-style racer and the glamour of a supermodel, Ridge Racer 64 is destined for stardom on the N64 highway.

## A galaxy of N64 stars

The stars from Nintendo don't stop with the games listed above. The following games are also in development, and many of them may be released sometime in 2000. Beginning with Mario Party 2 in January, Nintendo has one of its fullest launch schedules ever, and the crowded lineup is bound to grow even more congested as the year progresses and more games reach completion. Super Mario RPG 2 and EarthBound 64 both will probably be finished before the end of the year. According to Mr. Ito—the creator of the EarthBound series in Japan—EarthBound 3 is moving along quite rapidly now. Mini Racers is about done, but it doesn't even have a launch slot yet. This Looking Glass Studios creation features overhead, RC action in dozens of beautifully rendered settings with varying track surfaces such as wood or ice. Other games that have been hardly more than rumors are slipping into the schedule, as well. The long-awaited Kirby 64 is now scheduled for release in the summer. It's an action game featuring the world's favorite windbag, Kirby. Although the graphics look 3-D, most of the action is 2-D. It's a return to the classic Kirby adventure with lots of moves and enemies. Still more games are waiting in the wings, including Super Mario RPG 2 and Mickey Speedway USA, a Mickey racer from Rare. It's going to be a great year for N64 players!

Kirby 64 features a mix of 3-D graphics and side-scrolling action. The Pink Power Puff also mixes it up with a ton of moves that he gains by swallowing enemies.

Mini Racers features a cool random track generator and editor. Players set basic parameters, then tweak the track before racing on it against their friends.

### on Mario

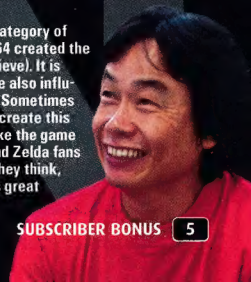
I created the character of Mario when I was 27 years old. I didn't intend him to be cute. Mario is an adult, and I developed the first game with Mario for people 18 years of age and older. Mario's success made him popular with younger age groups, which caused some problems. When he appears in games such as Yoshi's Story, Mario has to have a cute personality, but that's different from the original concept of Mario. In the next title, I'd like to return to the original idea and not restrict the age of Mario's appeal.

### on Dolphin games

I'd like people to think that the new Mario for Dolphin is something that they've never seen before. That's what I'm thinking about right now. I think I can make an entirely new game experience, and if I can't do it, some other game designer will. I'd like to make a new Mario game that appeals to everyone, full of interesting new ideas. If it turns out that Mario doesn't really fit into the type of game I want, I wouldn't mind using Zelda as the basis of the new game.

### Miyamoto's goal

Super Mario Bros. established the category of side-scrolling action games. Mario 64 created the standard for 3-D action games (I believe). It is imperative to me that this next game also influences the direction of video games. Sometimes I think it's more important for me to create this new direction for games than to make the game fit Mario or Zelda. Perhaps Mario and Zelda fans wouldn't mind if the game is fun. If they think, "Wow! I've never played a game this great before," then I've succeeded.



# THE YEAR AHEAD FOR THE N64

All the big-name publishers in games have some tricks up their sleeves, from intense action titles to sports games, puzzles and adventures. The year 2000 will redefine big.

## DISNEY'S TARZAN

Activision

nintendo 64

The lord of the jungle begins his reign as a jungle waif, growing to maturity as he progresses through a dozen stages of side-scrolling and bonus-area action. Activision and the developers at Eurocom have captured the feeling of the movie with rich animations and an incredible sound track that includes music, jungle sounds, and voices. Few platformers in recent years have had all the pieces in place, but Tarzan does it, proving that he's still the mightiest ape of the jungle.

## TONY HAWK'S PRO SKATER

Activision

nintendo 64

The king of skateboarding pulls out his best moves for the N64. The acclaimed extreme boarding title has opened eyes on other systems, but the best is yet to come. Tony Hawk helped design Pro Skater so that players can pull off hundreds of moves including Tony's best. The ten 3-D courses wind through skate parks, streets, malls, and half-pipes. With tricks and combos, a career mode, head-to-head competition and more, Tony Hawk will thrash on N64.

## ARMY MEN: AIR COMBAT

3DO

nintendo 64

The world's favorite soldiers take to the air in choppers and other aircraft. Think of a Strike game that lets you pick up a bag of potato chips and drop it on an enemy. Air Combat does it with humor and style.

## ALL-STAR BASEBALL 2001

Acclaim

nintendo 64

Acclaim's baseball sim will include new motion capture, three new stadiums, batting practice mode, a Hall of Fame Game, and scouting reports from Derek Jeter. ASB graphics always shine, and there are stats in 300 categories.

## SOUTH PARK RALLY

Acclaim

nintendo 64

When the South Park gang takes to the streets, pedestrians should stay indoors. Acclaim's kart game is totally rude and full of 'tude. The funky cars are suited to the characters. Multiplayer races are its strength.

## ECW: HARDCORE REVOLUTION

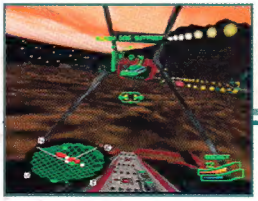
**nintendo 64** — **Acclaim**

Good bye WWF, hello ECW. Acclaim has acquired the long-term license for the wildest wrestling federation in the nation. In the process, Acclaim bought a minority interest in Extreme Championship Wrestling. There are no screen shots yet, but Acclaim wants this M-rated mauler out this winter, and they'll use the successful Acclaim wrestling engine from the Salt Lake City studio to get the job done. If WWF was raw, ECW is festering. We can hardly wait.

## OGRE BATTLE: PERSON OF LORDLY CALIBER

**nintendo 64** — **Atlus**

What's with the subtitle? In spite of the new name that Atlus has tacked on, fans of the original Ogre Battle will be thrilled to find an RPG with deep strategies for the N64. Players control parties and individual units of different types, commanding them in the overworld and in close-up, RPG-style battles. There's lots of exploration, a sprawling story, dozens of characters, and settings ranging from forests to castles. For many, this will be the game of the year.



## BATTLEZONE 64

**nintendo 64** — **Crave**

Whether you like shooters or real-time strategy games, Battlezone 64 is the game for you. The three modes of Battlezone let you fight, complete missions or command an army in outer space.

## STUNT RACE 3000

**nintendo 64** — **Midway**

Midway returned to developer Boss Games for this stunt racer featuring the World Driver engine. But if World Driver was a brilliant sim, Stunt Race 3000 looks like a fast, fun wacky game. In the future it seems that everyone wants to rock around the clock and race on rollercoaster-like tracks in classic guzzlers with big fins. You'll compete against 40 characters or, in four-player races, on a dozen tracks filled with jumps and loops. Happy days are here again.

## DAIKATANA

**nintendo 64** — **Kemco**

This time-travelling shooter from Kemco and Ion Storm combines a big story with perilous action. Action fans will love the great assortment of weapons and ample opportunities for using them. Adventure fans will enjoy the chance to visit past periods and to put their own stamp on the history of the world. Kemco hopes to have this one out on its own by the end of the second quarter.

## HYDRO THUNDER

**nintendo 64** — **midway**

The fastest boats in the world thunder around realistic and fantasy courses in Midway's N64 rendition of an arcade water park. The graphics, the speed, and the competition will make a splash. The futuristic boats will also make waves with racing fans.

## HERCULES

**nintendo 64** — **titus**

The legendary son of Zeus takes care of problems in the lee of Mt. Olympus in this 3-D adventure from Titus. Based on the current TV series, the N64 Hercules will also have awesome strength and fighting prowess. For instance, Hercules may have to heft boulders to solve a puzzle or throw them at enemies. An early version at Power showed a lot of promise. Titus hopes to release this title to mere mortals by March.

## JEREMY MCGRATH SUPERCROSS 2000

**nintendo 64** — **acclaim**

The winningest superstar of Supercross will drive you wild in Acclaim's N64 two-wheeler. JMS 2000 features eight stadium events, eight sanctioned motocross tracks, and a track editor for doing it your way.

## F-1 RACING CHAMPIONSHIP

**nintendo 64** — **ubi soft**

Ubi Soft returns to the F-1 circuit with F-1 Racing Championship in 2000, but this time they've turned to Video System and Paradigm Entertainment for the fastest game on the market. Once called F-1 World Championship II, this is the sequel to the game that was distributed by Nintendo last year. Ubi's version features better graphics and play control, making it the best F-1 game in the universe.

## TEST DRIVE RALLY

**nintendo 64** — **infogrames**

The Test Drive series will arrive on the N64 in the latter part of the first quarter when Infogrames launches Test Drive Rally in North America. In this racer, players compete against an identical type of car on 51 looping tracks, making it a test of driver skill over machinery. The game features multiplayer options, arcadelike play control and realistic effects such as mud on fenders. It's worth a test drive.

## BLUES BROTHERS 2000

**nintendo 64** — **titus**

Titus has the band on the run in this 3-D platformer. Elwood must rescue his band members from the mob in four worlds featuring 2-D and 3-D action and puzzles. And there's a multiplayer dance contest for those who really want to boogie.

## PGA EUROPEAN TOUR

**nintendo 64** — **infogrames**

Infogrames is on the leader board with a Eurocentric linkster featuring the Continent's top touring pros. Nice graphics, four courses, create-a-golfer, and great announcing from Peter Alice make this sim a hacker's paradise. We were particularly taken with the bird song and the lush, course graphics. The hacking was pretty realistic, as well. Tee time for this multiplayer foursome should be in February or March.

## NUCLEAR STRIKE

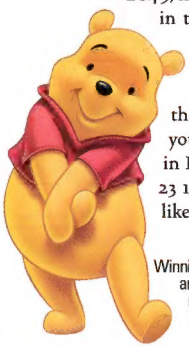
**nintendo 64** — **THQ**

THQ's internal development team fell behind on this remake of a classic EA title, but the final results should be available for your inspection by the beginning of the year. Nuclear Strike features multi-part missions with cool armaments and lots of enemies. Some of the features, like the winching action, have been streamlined for ease of play, but the feel is all Strike and the graphics are strikingly realistic.

## HAVE YOU HAD N-NUFF?

Many more games are on the way for the N64 this year, but we don't have room to mention all of them and some are still early enough in the development cycle that we can't show any screen shots. Even so, many of these titles hold great promise, and we wouldn't feel right about leaving them out. So here's a quick rundown of the best of the rest. Acclaim revealed to Nintendo Power that Turok 3 is in the works and scheduled for a fall release. Ubi Soft's The New Adventures of Batman will provide even more high-flying thrills by the end of the year. Spider-Man from Activision will probably arrive before that, giving action hero fans plenty to get caught up in. Activision also plans to scare everyone a second time with Nightmare Creatures 2, scheduled for release in the first half of 2000. EA Sports' CyberTiger 64, featuring Tiger Woods and some wacky balls, will tee off early in the year. At the other end of the calendar, Rush 2049, from Midway, will probably appear in the fall. If you like less hard-hitting action, nothing could be gentler than a Winnie the Pooh game from NewKidCo. And if that's too much to bear, perhaps you'd prefer the space-faring duck in Infogrames' Duck Dodgers in the 23 1/2 Century this summer. It looks like a banner year for the N64.

CyberTiger is a holdover from last fall, but it should be wrapping up soon—you'll see it at retail in February.



Winnie the Pooh will appear on the N64 and Game Boy Color following the release of the upcoming Tigger Movie in early 2000.

# GAME BOY COLOR

**Game Boy Color and Pokémon were the surprise video game champs of '99, and the dynamic duo is set to repeat its amazing feats in 2000. But there's plenty of other exciting news for handheld gamers beginning with Game Boy Advance, a new Zelda series, and lots more Pokémon.**

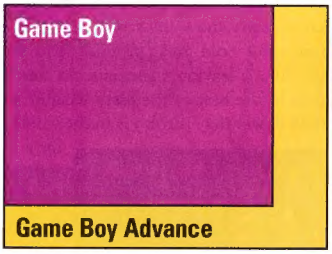
## The year 2000 will be very good to us!

The Game Boy World has never been as big or as bright as it is heading toward the new millennium. Game Boy Color has revitalized handheld gaming, boasting a whopping 250 percent increase in sales. Month after month, Pokémon Red, Blue and Yellow have led the sales wars over next generation platforms and games. In 2000, that juggernaut is going to keep rolling with an incredible lineup of Game Boy Color titles from Nintendo and third-party publishers. Nintendo Power has gathered the most up-to-date information on upcoming titles and the Game Boy Advance, 32-bit system. If you like your gaming on the go, then Game Boy Color is the only game in town.

## THE NEXT GENERATION GAME BOY

Nintendo raised the stakes in the handheld gaming category last summer, disclosing the development of a next generation version of Game Boy code-named Advance. The 32-bit system announced at the ECTS show in London is scheduled for release in Japan in August 2000 and here in North America a few months later in the fall. ARM, a company specializing in high-performance, low-power CPUs for handheld technology, designed the 32-bit CPU with embedded memory. Advance will use a TFT color LCD screen capable of displaying 511 colors simultaneously from a palette of over 65,000 colors. The system will play Game Boy and Game Boy Color games as well as games optimized for the Advance. Even more exciting was the news that Advance would be internet capable. The plans are to allow Advance gamers to link over the internet to play games, transfer information and even see one another using an accessory video camera. We've included specs from Advance and Game Boy Color in a chart to give you an idea of the differences between the two systems, but the real differences will become clear once the first games become available for Advance.

| | GAME BOY ADVANCE | GAME BOY COLOR |
|---|---|---|
| CPU | 32-Bit ARM with embedded memory | 8-bit Z80 |
| Screen | 2.9" TFT reflective screen<br>240 (h) x 160 (v) resolution<br>511 simultaneous colors<br>65,535 possible colors | 2.3" TFT reflective screen<br>160 x 140 resolution<br>56 simultaneous colors<br>32,000 possible colors |
| Size (mm) | 135w x 80h x 25d | 78w x 133h x 27d |
| Weight | 140g | 138g |
| Power | Two AA Batteries | Two AA Batteries |
| Battery Life | 20 hours | 20 hours |
| Software | Cartridge format<br>Game Boy Color compatible<br>Game Boy compatible | Cartridge format<br>Game Boy compatible |
| Notes | Compatible with most Game Boy accessories<br>Digital camera accessory<br>Networking capable | |



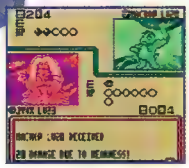

How much bigger is the new Game Boy Advance screen? Take a look. What you see is about a 40% increase in overall size from Game Boy Color.

# THE GAMES OF 2000

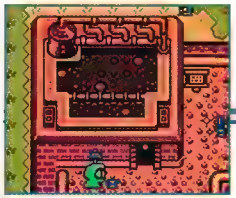
Nintendo has never had such an impressive lineup of all-star titles for any Game Boy system in any given year. Here's just a taste. The year 2000 will see at least three new Pokémon games and three Zelda games. If that's not enough to get you salivating, throw in great action titles such as Bionic Commando and Wario Land 3 and a classic adventure RPG called Crystalis. Pretty tasty stuff. And third-party publishers have their own feast in store.

## POKéMON

### Game Boy



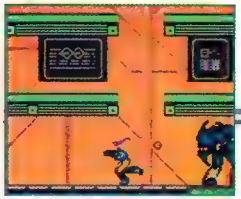
The Pokémon phenomenon is just warming up. First out of the gate in 2000 is a Game Boy Color game based on the Pokémon Trading Card Game. The Pokémon Trading Card Game lets you play electronically, store your cards, trade cards with friends, and challenge CPU masters for the ultimate TCG deck. After that, all Pokémon fans will be awaiting the arrival of Pokémon Gold and Silver. In Japan, it is estimated that over five million Gold and Silver games were sold in less than three months of sales before the end of the year.



## ZELDA

### Game Boy

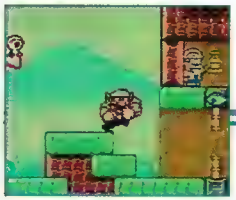
The only thing more ambitious than the plans for Pokémon in 2000 may be the plans Nintendo has for The Legend of Zelda. Three Zelda titles for Game Boy Color are in development for release this year, first in Japan and then in North America. Each of the three Zelda games will have features that players can unlock only with the help of the other games. The first game on the schedule is a new adventure titled The Legend of Zelda: Fruit of the Mysterious Tree. We don't have many details about the games, but in addition to Fruit of the Mysterious Tree, one of the other two games will be a recreation of the very first Legend of Zelda for the NES.



## CLASSICS

### Game Boy

Nintendo is bringing back two classic games from the NES era for Game Boy Color in the first quarter of 2000. Both games were developed by Nintendo Software Technology Corporation—NOA's new sister company in Redmond, Washington, that focuses on game development. Bionic Commando recreates the Capcom action classic, but goes much further by adding areas and features such as a Sniper Mode. Following Bionic Commando by about a month in March will be Crystalis, based on the wonderful adventure RPG from SNK. Real-time battles, lots of exploration and an involving story are a few of the reasons why Crystalis will live again.



## WARIO

### Game Boy

With Wario Land 3, Nintendo returns to one of the most successful Game Boy series of the '90s. In this side-scrolling adventure, bad boy Wario gets warped into a world inside a music box. The reigning deity of the tiny world asks Wario to find five stolen items that will restore his power. Even in this bizarre world, Wario sees the possibility of getting rich, so off he goes, charging into objects, collecting coins and transforming into specialized forms to solve puzzles and defeat enemies. The graphics are great and the action is pure Wario. Expect to see Wario by this summer.

# BEYOND NINTENDO

Beyond the walls of Nintendo, dozens of games are in development for Game Boy Color. Here's a tantalizing glimpse of what's happening on The Little Handheld That Could.

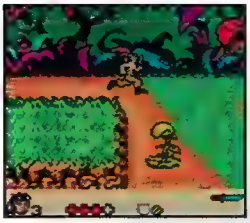
Since development times for GBC titles are often half or less than that of N64 games, we expect lots of games to be announced and released later in the year in addition to the ones shown here. Everyone seems to be into Game Boy Color, from Rayman to Tiger Woods and from Turok to Taz.

To start things rolling, Acclaim's heroic Turok enters a new action adventure that shares a name (and little else) with the latest N64 title. Turok: Rage Wars for GBC combines great action and 3-D movement with rich graphics. Over at Ubi Soft, Rayman for GBC also looks pretty, and it should be out in the first quarter of 2000. Capcom is finishing up an entire line of games that includes Magical Tetris Challenge, 1942, Street Fighter Alpha and Resident Evil. All but the last game should be released by February. Resident Evil for Game Boy Color may be one of the most ambitious projects attempted so far, and it's taking longer. Don't expect it before the end of spring. Sunsoft's Blaster Master should be another spring release, but it looked and played very solidly at the end of '99.

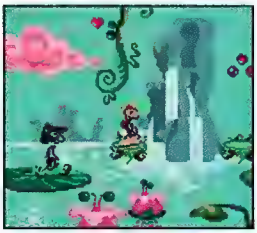
The folks at 3Do keep things rolling with Battle Tanx and Heroes of Might & Magic. Heroes is an RPG that takes place in a medieval fantasy world. Battle Tanx is a top-down view action game based on the N64 series. Tanx should be finished for the first quarter and Heroes will follow by several months. Take 2's Thrasher: Skate & Destroy is slated for an April release and features cool skating moves in urban settings. THQ plans to release a full lineup of EA Sports titles including Tiger Woods 2000, Triple Play 2000 and NBA Live 2000. Blitz 2001 is on the schedule at Midway while Infogrames has Test Drive Cycles at the starting line for release in early 2000. Titus's Xena and Hercules games feature character swapping that will extend the game play of both titles.

Believe it or not, the list above is just the beginning of all the offerings coming out for Game Boy Color. You can expect more games of every genre, and we have yet to learn what games will lead off for Game Boy Advance. All we can say for sure is that Game Boy has a glowing future.

**Turok: Rage Wars**



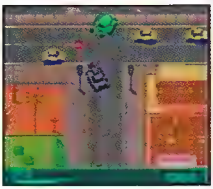
**Rayman**



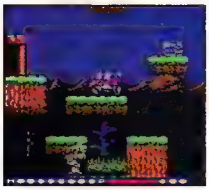
**Thrasher**

**Test Drive Cycles**

**Battle Tanx**



**Blaster Master**

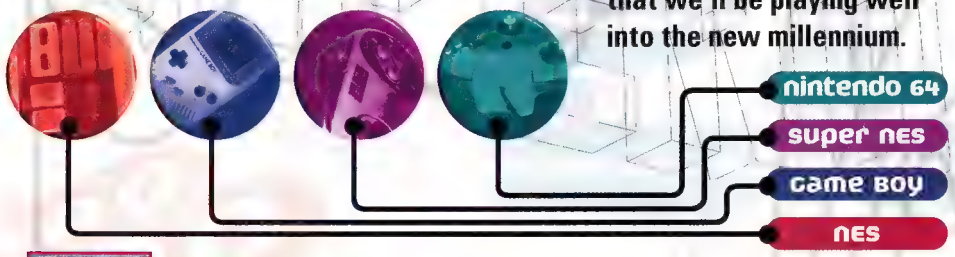


**Heroes of Might & Magic**

**Tiger Woods 2000**

# the turn of the MILLENNIUM COMPENDIUM

**As we welcome the future, we still embrace the past. The games and consoles that precede the 2K years are as relevant as ever, and in our greatest hits list of the best codes and tricks from Nintendo's history, we've compiled our ultimate collection of all-time classics and recent faves that we'll be playing well into the new millennium.**



## SUPER MARIO BROS.

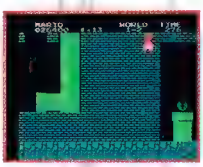
NES 1985

### A star is born

Years after the game-over slump that followed the Atari 2600's demise, the NES was born and Super Mario Bros. debuted. Ushering in a video game revolution, Shigeru Miyamoto's masterpiece put Nintendo on the map by redefining and revitalizing game play. Think about it: Only after SMB did exploring for secrets and jumping on enemies' heads become the standard.

### The Minus World

To enter one of gaming's earliest secret worlds, stand on the World 1-2 pipe that leads to the flagpole. Break the second and third ceiling blocks, face left, then jump so the back of your head hits the pipe. When you pass through the wall, quickly enter the far-left pipe.



### 1-Up Trick

At the foot of the steps before the flagpole in 3-1, pounce on the left edge of the second turtle's shell as it steps off the bottom step. Keep jumping to bounce the turtle against the step until you begin raking in 1-ups. But don't get greedy or the game will penalize you.

### The mustachioed mascot

The popularity of Super Mario Bros. turned Mario into a superstar who has gone on to [illegible] of gaming's biggest hits. By 1990, Nintendo [illegible] was [illegible] by [illegible] Mickey Mouse.

# CASTLEVANIA

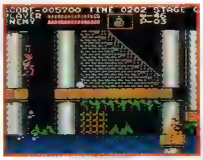
NES 1987

## Raising the stakes

Long before Buffy was slaying vampires, gamers sank their teeth into Konami's sidescrolling vampire hunt. Starring Belmont, the original vampire slayer, Castlevania spawned sequels upon sequels (including two N64 titles in 1999 alone) with its appealing mix of whip-cracking terror and the search for the occasional hidden pork chop.

### A Grand Affair

When you go downstairs to enter the second screen of Stage 2, you can uncover a money bag worth 1,000 points. Walk to the right edge, then whip the block to reach the lowest ledge. By kneeling there, you'll summon the stash.



# THE LEGEND OF ZELDA

NES 1987

## A Legend Begins

The granddaddy of adventures, The Legend of Zelda pioneered story-based games of exploration, discovery and inventory management. Through sylvan backdrops and elfin characters, Zelda unfolded an epic fairy tale that first came to life on the NES before spinning off into smash hit odysseys for the Super NES, Game Boy and N64.

### Quick End

If you find yourself in a jam with no escape and no way to lose a life on purpose, bail out by hitting Start. When your menu pops up, press Up and A on Controller 2 to start over without losing your items.

### Call Me Zelda

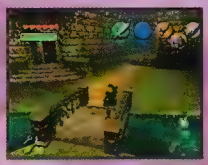
The Zelda series has always dealt with duality: worlds of light/dark, past/future and dreams/reality. In the original adventure, a Second Quest lurks in the game. Access it instantly by naming your character ZELDA.

### The Second Quest

When you open your file named ZELDA, you'll undertake the tougher Second Quest. A rearranged version of the First Quest, the bonus adventure will enable Link to walk through maze walls after you've completed Level 1.

## The Hero of Time

[illegible]



# CONTRA

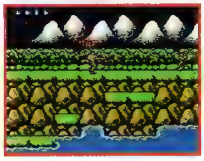
NES 1988

## C no Evil

Alien infestation has long been a sci-fi standard, and Konami's Contra series captured it best for gamers. The "C" series, which included Super C, Contra Force and Contra III: The Alien Wars, boasted ballistic platformer action for your heavily armed commando to overcome as you warred with intergalactic invaders.

### 30 if by C

To boost your lives to 30, press Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A then Start on the title screen just before the title rolls into view. For two-player missions, hit Select before pressing Start.



# ICE HOCKEY

NES 1988

## The Puck Stops Where?

One of the coolest sports games for the NES, Ice Hockey featured a few codes to make the rink action slicker than a Zamboni race. To remove those pesky goalies (including your own) from a one-player game, park your skates at the title screen. Press and hold the A and B Buttons on both Controllers, then hit Start on Controller 1.

### Frictionless Puck

The puck also will be virtually unstoppable without friction. To grease up the puck, begin a new game. After you've selected teams, speed and time, press and hold A and B on both Controllers, then hit Start on Controller 2.

# METROID

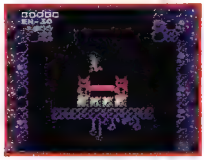
NES 1989

## Samus Saves Us

Set in the stars, Metroid proved to be a stellar action game for the NES. It boasted a variety of attacks for hero Samus to use against Mother Brain's forces. And the game was also innovative and refreshing because its tough-as-nails hero wasn't your usual macho guy; instead—as revealed in the game's ending—Samus was a woman.

### Justin Bailey

To play as Samus sans armor, enter "JUSTIN BAILEY" as your password and fill the second line with all dashes. Though casually dressed, Samus will be armed to the teeth and Kraid and Ridley will already have been defeated.



# SUPER MARIO LAND

Game Boy 1989

## Mario meets Game Boy

Though it was programmed for a pint-sized system, Super Mario Land was such a sizable game that Mario had subs and planes at his disposal to make travel easier. The Super Mario Bros. spin-off for Game Boy sent Mario on yet another Princess rescue mission, and this time around his journey took him through regions like ancient Egypt.

### Expert Level

The Expert Level ups the ante with relocated enemies that are greater in number and difficulty. To step up to the challenge, finish the game once, then press any button at the title screen to transform the mushroom into Mario.

# TETRIS

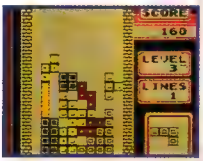
Game Boy 1989

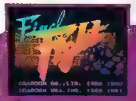
## The Top of the Heap

If there ever was a game that appealed to all ages of gamers and nongamers alike, it's the game of rear-ranging falling blocks known as Tetris. Invented by Alexey Pajitnov, Tetris became one of Russia's favorite exports, a must-have game for Game Boy owners and required playing for puzzle fanatics of all skill levels.

### Ten Levels Up

To jump ten levels ahead of your current block-busting level, press and hold Down, then hit Start to display the Options. Once you've selected the A or B Game, a heart will appear next your level number to indicate +10.




# FINAL FIGHT

Super NES 1991

## Walk and Sock Gaming

Based on the hit arcade game, Final Fight is for street fighters on the go. A sidescrolling fighting game, FF disrupts your walk downtown by tossing in pugnacious thugs every step of the way. Perhaps the name was an oversight on Capcom's part, considering that the game was actually the fourth to last Final Fight released on the Super NES.

### Options Screen

Press and hold L while viewing the title screen, then tap Start. When the Options screen pops up, you'll be able to change your number of fighters or execute a Super Spin Kick whenever you press A (the Extra Joy feature).

# F-ZERO

super nes

1991

## eat my dust, anakin

Before Extreme-G and Podracing there was F-Zero, the original futuristic racer. F-Zero and Super Mario World were the only two games available when the Super Famicom (the Japanese counterpart of the Super NES) debuted. And the high-speed game wasn't a bad catch either—F-Zero showcased Mode Seven, Nintendo's latest innovation that allowed for rotation and scaling for a 3-D effect.

### Quick Starts

Like just about every racing game after it, F-Zero rewarded a quick boost to drivers who hit the accelerator at just the right moment during the starting count. For a quick start, hit B right after the third countdown beep.

# GRADIUS III

super nes

1991

## vaporizing via the viper

A forced scrolling shoot-'em-up franchise, Gradius put space cowboys in the front seat of the Viper spaceship. Gradius III was the only installment for the Super NES, and its stunning graphics could blow you away as much as the Viper's arsenal of weapons could. Even better, you could customize your ship before blasting off.

### Loaded Options

The "Konami Code" was the company's trademark, cross-game code: Up, Up, Down, Down, L, R, L, R, B, A, Start. If you enter the sequence while the game is paused, you'll enable most options for your current stage.

# POPULOUS

super nes

1991

## worlds apart

You had the whole world in your hands—make that 989 worlds, to be exact. Acclaim's strategy game, Populous, gave gamers the power to reshape 10 different landscapes and mold thriving civilizations. And as the Good Master of the world, you couldn't resist fostering communities in places with names like "Piglet World" and "Silly Land."

### Stage Select

Pause your game in Conquest Mode, press and hold L, press A then release both buttons. Press and hold R, then hit Y, B, X, A and then Select. Release R, then activate the Armageddon icon. Click on the globe, select Conquest, hit A, then use X and B to scroll through the 989 worlds you've unlocked.

# SIMCITY

super nes 1991

## edifice complex

In SimCity, you could micromanage towns from the ground up. Though rife with real-world scenarios, it also featured the outrageous $999,999 Cheat. To rake in the big money, make sure you have at least one publicly funded building. Spend all your money, reduce all funding levels and the Tax Rate to 0%, then follow the steps to the right.

### A Quick $999,999

At year's end when the Tax screen appears, press and hold L then choose Go With Figures. Tap X twice to flip to January, enter the Tax screen, then up funding to 100%. Make sure your Current Funds and Tax Rate are at zero, then exit the Tax screen and release L.

# SUPER GHOULS 'N GHOSTS

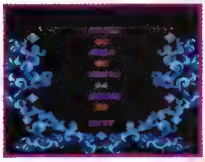
super nes 1991

## super sword 'n' sorcery

When the Super NES supplanted the NES, just about every game for the system seemed to have "Super" tacked onto its name to denote its updated improvements for the "Super" new system. Because of this trend, Capcom's Super update of the venerable Ghosts 'N Goblins became Super Ghouls 'N Ghosts. That, and the game was super fun, too.

### Stage Select/Sound Test

Enable the bonus features by highlighting Exit on the Options screen. Press and hold both L and Start on Controller 2 while pressing and holding Start on Controller 1. Once you've tweaked your new options, begin a game.



# SUPER MARIO WORLD

super nes 1991

## mario meets yoshi

Big things came with the arrival of the Super NES, one of them a dinosaur named Yoshi. In the first Mario adventure created for the Super NES, Mario hooked up with Yoshi for the first time. SMW on the Super NES could display more enemies than any NES game before it, and the added teamwork of a hungry dino made the baddie-busting a tad more manageable.

### 1-Up Bonanza

After completing Vanilla Secret 2, head to the middle, exit, then reenter. Hit the second block where the Spinies have congregated to reveal a gray P-Switch. Carry it left, then hit it when you reach the two purple pipes. Run left to collect the enemies that have become gray coins. Repeat for more lives.

# SUPER R-TYPE

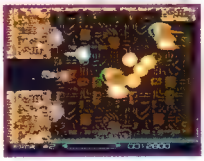
super nes 1991

## what type r you?

Again with the Super! Similar to the arcade and Game Boy R-Type shoot-'em-ups, Super R-Type was the spruced-up version created for the Super NES. The sci-fi blastfest spanned seven worlds chock full of colorful and intricate graphics and grotesque bio-mechanical aliens that would make even H.R. Giger shudder.

### Stage Select

Access the Options Menu, then tap Up nine times while pressing and holding R. If a tone sounds, you've activated the code. Begin playing and pause your game. Press and hold R then A and then hit Select to skip levels.



# THE LEGEND OF THE MYSTICAL NINJA

super nes 1992

## prickly situations

Before he was known as Goemon on the N64, he was known as Kid Ying on the Super NES. If one thing remained constant (besides his hair, which has always resembled a blue porcupine), it was that the goofball star of the oddball Mystical Ninja series always balanced his village sleuthing with the task of conquering diverse sidescrolling challenges.

| Area | Password |
|---|---|
| Level 2 | ▲L1lxl |
| Level 3 | j/p?N? |
| Level 4 | 20Y7;7 |
| Level 5 | $wh:j: |
| Level 6 | x&T▲>▲ |
| Level 7 | k="RdR |
| Level 8 | :Wd3+3 |
| Level 9 | H-WNxN |

# KIRBY'S DREAM LAND

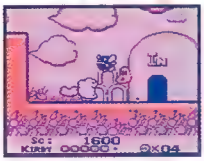
game boy 1992

## puff daddy

Pillowy Kirby blew onto the scene in the Game Boy platform adventure, Kirby's Dream Land. The pink puffball could fly across whimsical landscapes, but Kirby's most breathtaking ability was his suction breath that enabled him to huff up enemies and goodies. A Nintendo favorite, Kirby was spotted most recently in the N64's Super Smash Bros.

### Bonus Game

The Bonus Game increases the difficulty and varies the bosses a tad. To activate it, simultaneously press and hold Up, A and Select while viewing the title screen. If "Extra" appears, you'll be able to start the special bonus.



## SMASH T.V.

super nes 1992

### As smashed on T.V.

Think Robotron taken to the extreme. Smash T.V. was the arcade, er, "smash" that involved blasting roomfuls of swarming enemies in the hopes of walking away with some valuable prizes—or at the very least, walking away alive. Vastly improved from the NES version, Acclaim's update showcased the Super NES's ability to pack in the sprites.

### Bonus Chances

To max out your lives and continues in Smash T.V., head to the Player Select screen. Press Down, L, R and Up. When the Lives and Continues screen appears, press Left or Right to adjust the numbers (seven is the limit).

## STREET FIGHTER II: THE WORLD WARRIOR

super nes 1992

### Here comes the pain

In the mid-'90s, street fighting games hit their stride, opening the floodgates for a slew of game sequels and movie adaptations. Jean-Claude Van Damme starred in the Street Fighter flick, but the movie lacked the punch of the game's arcade action. Only the game could deliver more agonizing pain than Van Damme could with his lines.

### Same Characters

To pit the same characters against themselves in SFII: The World Warrior, hit Down, R, Up, L, Y then B as soon as "Licensed by Nintendo" fades from the title screen and the music starts. Finish the code before the Capcom logo disappears.

## SUPER MARIO KART

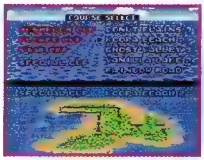
super nes 1992

### Home is where the kart is

If you don't like the way I drive, grab a Mushroom power-up and get off the chocolate-covered roadway! The first go-cart game for the Super NES turned out to be one of the most popular racing games for the system. An all-star kart competition, SMK paved the way for power-up battle racing that stretched across fantastical obstacle courses.

### Special Cup Time Trials

To access the Special Cup tracks for Time Trial races, enter the Time Trials and select your racer. Move the cursor to Mushroom Cup, then tap L, R, L, R, L, L, R, R and A to make "Special Cup" appear on screen.



# SUPER STAR WARS

super nes 1992

## A Force to Reckon with

Star Wars has always been a feast for the eyes, and when it hit the Super NES in game form, the non-stop action platformer exploited the system's graphical capabilities to the max. To exploit the game's features even more, enable the debug code, which works only after you've turned on your machine and the Start Game box appears for the first time.

### Debug Code

On the Start Game/Option Menu screen, tap A, A, A, A, X, B, B, B, B, Y, X, X, X, X, A, Y, Y, Y, Y then B. Begin a game, then hit Start on Controller 2 to clear your current level. Simultaneously press L and R on Controller 2 to bring up the Debug Menu.

# THE LEGEND OF ZELDA: LINK'S AWAKENING

game boy 1993

## Sweet Dreams

One of the most impressive Game Boy adventures ever, The Legend of Zelda: Link's Awakening is a sequel of epic proportion that could rival any other NES or Super NES Zelda game. The classic was updated in 1999 with a new dungeon that you could explore exclusively on Game Boy Color. Currently, three new GB Zeldas are planned.

### New Music

Begin a new file and name it ZELDA (use all caps). By entering in the name of the princess, you'll change the background music that runs during the Player Select screen and replace it with an alternate soundtrack.

# EARTHWORM JIM

super nes 1994

## A New Can of Worms

Drop the snot and slowly back away from the cow! In 1994, EWJ's first Super NES game set the stage for the unexpected hero's trademark antics—wacky weaponry, irreverent situations and lots of run-ins with cows. The following year, Jim went on to star in his own cult-hit cartoon series with Dan "Homer Simpson" Castellaneta supplying his voice.

### Stage Select

Pause your game, hit A, B, X, A, then press A and X together. Hit B and X at the same time, then tap A and X simultaneously. After a few seconds, the game will skip ahead to the end of the stage.

# NBA JAM

super nes 1994

## setting b-ball on fire

NBA Jam set b-ball on fire with its fast-paced, arcade-style game play. In addition to shattering the sports mold (as well as glass backboards), NBA Jam became the first Nintendo sports title to pad its roster with players who weren't pros. In its sequels, the game sported code-activated hoopsters like the Beastie Boys and Will Smith.

| Player | Initials |
|---|---|
| Bill Clinton | ARK + X Button |
| Al Gore | NET +A Button |
| Air Dog | AIR + X Button |
| Chow-Chow | CAR + X Button |
| Kabuki | QB_ + X Button |
| P-Funk | DIS + A Button |

### Power Dunks

To dunk from anywhere beyond halfcourt, rotate the Control Pad clockwise at the Tonight's Matchup screen. At the same time, tap B 13 times. On the 13th tap, hold B until the tip-off and you'll be able to long-jump to the hoop.

### Hidden Players

Enter in any set of initials shown above. Place the cursor on the third initial, but don't hit A. Instead, press and hold L, R, Start and then A or X, depending on which button is listed beside the initials above (in Clinton's case, you'd tap X).

# DONKEY KONG COUNTRY

super nes 1994

## top banana

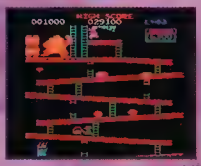
One of the many crowning achievements by esteemed game developer Rare, the 7.5 million-selling DKC was the first fully-rendered game for the Super NES. The game also refocused the spotlight on Donkey Kong, one of Nintendo's earliest video game characters. DKC also introduced new Kongs, including simian star-in-the-making Diddy Kong.

### 50 Lives

Go ape with 50 lives by dragging your knuckles to the Game Select screen. Highlight Erase Data, then tap B, A, R, R, A, L. When you select a file and begin playing, you'll have a barrel full of 50 monkeys to use.

## Donkey Kong's Long Legacy

It's been a fixture in gaming and pop culture for so long that no one even thinks to question why an ape would be named "Donkey." DK debuted with Mario back in 1981 in the arcade classic Donkey Kong. Since then, DK and his Kong brethren have starred in several DK Country and DK Land games and their own cartoon series.



# EARTHBOUND

super nes

1995

## Funny Fantasy

Most of the great RPGs of the day, like Final Fantasy and Dragon Warrior, told their tales through operatic, sword-and-sorcery themes. EarthBound, which was more lighthearted, came across like those games' quirky cousin. With no Level 28 Troll in sight, EB's party of adventurers was free to rely on yo-yos and frying pans as weapons.

### Easy Money

For some quick cash, visit the Twoson Hotel. Enter the room to the left of the entrance, then talk to the man inside. After yapping at him about 15 to 20 times, the man will fork over some money to get you off his back.

# KILLER INSTINCT

super nes

1995

## Combo Combat

A true test of manual dexterity, KI was the gamer's fighting game. Enabling players to link chains of Controller sequences that translated into a series of rapid-fire attacks, Rare's fighting game made button-mashing an art. And just as artful were the graphics, which used Nintendo's exclusive wire-frame modeling technology, ACM.

### Play as Eyedol

To play as KI boss Eyedol, select Cinder as your fighter. At the Vs. screen, press and hold Right, then quickly tap Quick Punch, Quick Kick, Fierce Punch, Medium Kick, Medium Punch then Fierce Kick.

# MORTAL KOMBAT TRILOGY

nintendo 64

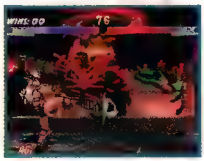
1998

## Fight Klub

The savage, sanguine and ultrapopular Mortal Kombat spawned fistfuls of arcade incarnations, home console sequels, movies and both live action and animated television shows. In Trilogy, MK creators John Tobias and Ed Boon assembled a best-of version of the franchise, gathering together many of the kombatants from the previous games.

### Play as Shao Kahn

You can unlock final boss Shao Kahn only in matches set in the Kave, Pit 3 and the Rooftop. Before the fight gets underway, press and hold High Punch, Low Punch and Down on the Control Pad.



## STAR WARS: SHADOWS OF THE EMPIRE

nintendo 64 — 1996

### out of Luke's shadow

Based on novel and comic book offshoots of Star Wars, Shadows thrust peripheral character Dash Rendar into the limelight. The game was one of the N64's earliest releases as well as one of its most varied games. Every stage played like a self-contained adventure and highlighted a different genre, like racing, flying and corridor shooting.

#### Become a Wampa

Name a new file "(space) Wampa(2 spaces)Stompa" and use the Traditional control setup and Easy or Medium difficulty. Play Mission 2 or 5, then hit Left on the Control Pad and right C simultaneously. Tap right C to switch back.

## SUPER MARIO 64

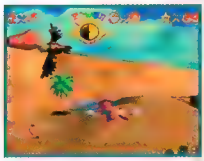
nintendo 64 — 1996

### mario soars

The Nintendo 64 and its premier game, Super Mario 64, hit the shelves on the same day in September of 1996. The game still remains on the industry forefront, and gamers are always uncovering new tricks for it—like flying with your cap in your hand instead of on your head. Collect the first Star in Shifting Sand Land, then follow the steps to the right.

#### Fly with Cap in Hand

Let the Big Bird attack you in Course 8. Leaving your cap behind, stand by the tree near the pond to warp to the cannon. Warp a few times, then flip up to the top of the two-story building near the entrance. Hit the Red Block to get the Wing Cap, fly to your old hat and pick it up then take flight.



## DIDDY KONG RACING

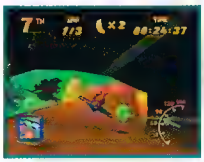
nintendo 64 — 1997

### putting "zoo" in "zoom"

The 1999 Guinness Book of World Records awarded Diddy Kong Racing with the honor of being the "Most Anticipated Game." And while the Pokémon games probably have shattered the record, DKR was nonetheless worth the wait. Plenty of racing games gridlocked the market, but Rare added adventure elements to keep you driving back for more.

#### Extra Speed

Until now, the speed quirk had been kept a secret. To keep building your speed, rapidly tap A instead of pressing and holding the button. If you're using a controller that has rapid-fire "turbo" buttons, you'll really notice the difference.



## DONKEY KONG LAND 3

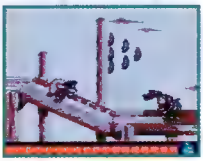
GAME BOY 1997

### Planet of the Apes

Rare pioneered the concept of tandem teamwork and juggling multiple characters, whether it was switching between vehicles in Blast Corps, bear and bird in Banjo-Kazooie or space cadets in Jet Force Gemini. In Donkey Kong Land 3, players alternated between apes Dixie and Kiddie to thwart arch enemy K. Rool's monkey business.

#### Unlimited Lives

To begin a game with unlimited lives, press Down, Down, Up, Left and Right at the title screen. Hit Start, then begin a file. When your game starts, you'll have unlimited hearts displaying on the bottom of the screen.



## GOLDENEYE 007

NINTENDO 64 1997

### As Good as Gold

Popular. Feverishly popular. Rare's James Bond game took the Wolfenstein/Doom genre of first-person shooters and shook (without stirring) it up it into a more sratégic experience. Too much gunfire alerted other enemies of your presence, so stealth became a top priority. The game also made multi-player modes a priority (almost a requirement) for all games that followed in its stealthy footsteps.

#### 64 Extra Characters

Using the Control Pad and buttons, press and hold the following outside of game play: L+R then left C. Release. L then top C. Release. L+R then Left. Release. L then Right. Release. R then Down. Release. L+R then left C. Release. L then top C. Release. L+R then Right. Release. L+R then bottom C. Release. L then Down. Release.

## NFL QUARTERBACK CLUB '98

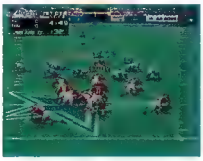
NINTENDO 64 1997

### Gridiron Greatness

Never skimping on quality, Acclaim released one of the N64's most graphically rich games. And Acclaim pulled off the feat before the N64 Expansion Pak was available to make high-res graphics less of a burden. All that and NFL Quarterback Club dominated the sports field with its Super Bowl-caliber of game play, too.

#### Crawling Players

Its graphics could bring you to your knees, and so could this code. Charge to the Cheat Menu, then punch in PBYBYMD as your cheat code to make all players crawl around like big babies. Very big babies.



# SAN FRANCISCO RUSH

nintendo 64 — 1997

## San Francisco Treats

The high-flying, gravity-defying reckless driving of San Francisco Rush had racing enthusiasts singing "I Left My Kart in San Francisco" as they flocked to Midway's appealing stunt racer. SF Rush cemented Midway's rep of bringing arcade action home and leaving it intact—in contrast to how your car often ended up after skidding into the game's shortcuts through skyscrapers.

| Code | Enter at Car Select Screen |
|---|---|
| Drive a Wreck | Press and hold top C+Z, Z, Z, Z |
| Change Car to Mine | right C, right C, Z, bottom C, top C, Z, left C, left C |

### Infinite Time

To extend your drive time so you can explore, disable the clock by cruising to the Setup screen. Press and hold Z, then press and hold bottom C followed by top C. Release the C Buttons but still hold Z, then press and hold top C followed by bottom C.

### Cones to Mines

To make the orange cones explode on contact, head to the Setup screen, then tap L, R, L, R, L then R. A road cone will appear if you've entered the code correctly. To disable the code, reenter the sequence.

# TUROK: DINOSAUR HUNTER

nintendo 64 — 1997

## Jurassic Justice

Comics have long been a source of inspiration for action-packed stories, whether it be for Hollywood or video games. After buying up Valiant Comics, Acclaim landed a wealth of inspiration, including comic book heroes Shadow Man, the Armorines and, most notably, Turok. The star of three N64 games, Turok first starred in a first-person adventure as big as the dinos he was stalking.

| Description | Cheat |
|---|---|
| Low-Res Mode | CLLTHTNMTN |
| Pen and Ink Mode | DLKTDR |
| Purdy Colors | LLTHCLRSFTHRNB |
| Show Enemies | NSTHMNDNT |
| Fly Mode | LKMBRD |

### Disco Mode

Shall we dance? To make your enemies trip the light fantastic, pause your game, highlight "Enter Cheat," then hit A. By typing in SNFFRR as your cheat, you'll make your foes feel like dancin'.

### Big Cheat

In this package deal, you'll activate goodies like Warp to Any Level, Warp to Bosses, Invincibility, Big Heads, All Weapons, Spirit Mode, Unlimited Ammo, Infinite Lives and All Map. Typing in NTHGTHDGDCRTDTRK will do the trick.

## BANJO-KAZOOIE

nintendo 64 — 1998

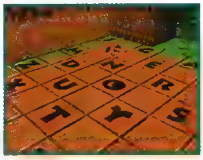
### Of Fur and Feathers

An unlikely pair, Banjo the bear and Kazooie the bird made perfect harmony in Rare's kooky 1998 adventure. Marioesque and seasoned with Rare's flair, BK charmed gamers. It also managed to snag the Academy of Interactive Arts and Sciences' 1999 awards for Console Action Game of the Year and Outstanding Achievement in Arts/Graphics.

| Description | Code Word |
|---|---|
| Unlimited Lives | LOTSOFGOES WITH MANYBANJOS |
| Unlimited Gold Feathers | AGOLDENGLOWTO PROTECTBANJO |

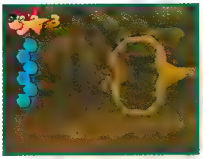
### Infinite Eggs

To activate a cheat code, enter the sand castle in Treasure Trove Cove after you've gotten Leaky the bucket to drain the water out of it. Pound "CHEAT" on the floor followed by a code word, such as BANJOBEGSFORPLENTYOFEGGS.



### Unlimited Air

To breathe underwater, pound out the word "CHEAT" on the sand castle's floor tiles. Follow up by pounding out GIVETHEBEARLOTSOFAIR to make aquatic exploration go more swimmingly.



## GAME & WATCH GALLERY 2

game boy — 1998

### Time to Play

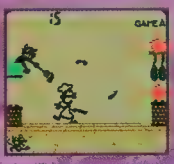
Minigames—like the fun challenges in Mario Party or Bonus Games in Donkey Kong 64—have become all the rage, and collections of similar diversions appeared in the Game & Watch Galleries. Culled from Nintendo's early forays into electronic gaming, the Game & Watch Galleries for Game Boy proved that games didn't need all the bells and whistles to be fun.

### Play as Wario

Normally, you play as Mario in the Helmet game. To play as Wario, play on Easy, then lose before racking up 100 points. When you select Retry to begin a new game, you'll play as Wario.

### Game & Watch & See How It Started

In 1980, Nintendo began releasing its Game & Watch line of liquid crystal display games. Invented by the late Gunpei Yokoi, the creative mastermind behind Game Boy, Game Boy Pocket and Virtual Boy, the G&W handhelds and their [illegible] gaming. Twenty years later, in a testament to Yokoi's genius, similar portables are still widely popular.



# GAME BOY CAMERA

game boy 1998

## Picture Perfect

While most gaming consoles have a life span of about five years, Game Boy has endured for over a decade. Always being innovated and improved, Game Boy touted one of its most radical developments in 1998—the Game Boy Camera. Allowing shutterbugs to manipulate digitized snapshots they've taken, Game Boy Camera elevated Game Boy from toy to tool.

### Printing Music

Not just a portable visual studio, the GB Camera is an audio studio, too. After penning music using D.J. mode, composers can print a transcription via the Game Boy Printer. Access the Sound I screen, then print by pressing and holding Start followed by A.

# JAMES BOND 007

game boy 1998

## To Game Boy with Love

No adventure seemed too big for tiny Game Boy—not even the globe-trotting missions of jet-setting James Bond. Though downsized for the Game Boy screen, 007 stood tall in his original action-adventure that took the gadget-toting spy across the world and across the paths of some familiar foes like Jaws and Oddjob.

### Casino Royale

It's a safe bet that the following codes will allow you to play the casino games whenever you please. Name an empty file BJACK to play Blackjack, BACCR to play Baccarat and REDOG to play Red Dog.

# MAJOR LEAGUE BASEBALL FEATURING KEN GRIFFEY JR.

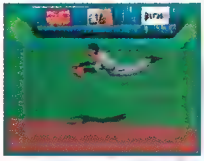
nintendo 64 1998

## Homer Odyssey

Baseball's hottest hitter came home with the N64's MLB game. He first stepped up to Nintendo's virtual plate in 1994's Super NES hit, Ken Griffey Jr. Presents Major League Baseball. After his auspicious debut, his games were surefire home runs with the peanuts-and-Cracker-Jack crowd who ate up the games' balance of sim and arcade stylings.

### Angels in the Outfield

To give your fielder the gift of flight, field the ball, then run to any base other than first. Throw the ball around the bases in the following order to complete the code: 1, 2, 3, H, 3, 2, H, 1, 2, 3 then H.



# NFL BLITZ

nintendo 64 — 1998

## Puttin' on the Blitz

Bruising. Brutal. Bonebreaking. Blitz ran football through the wringer to pound out an extreme arcade experience. Just watching the game hurt. Playing it, on the other hand, was another thing altogether. Fast-paced, strategic and copping tons of attitude, Blitz was the quick football-fix armchair quarterbacks always wanted to tackle.

| Cheat | Z B A + Control Pad | |
|---|---|---|
| Big Heads | 2 0 0 | Right |
| Big Football | 0 5 0 | Right |
| Team Big Players | 1 4 1 | Right |
| Team Tiny Players | 3 1 0 | Right |
| Thick Fog On | 0 4 1 | Down |
| Night Game | 2 2 2 | Right |

### Big Heads

Activate the codes at the matchup (helmet) screen that appears right before the competition begins. Tap Z, B and A the number of times detailed on the chart, then press the Control Pad in the direction listed. For example, hit Z twice, then tap Right for Big Heads.

### Headless Team

Look, ma—no heads! To play as what appears to be Sleepy Hollow's home team, tap Z once, B twice and A three times. Complete the decapitating code by pressing Right on the Control Pad.

# POKéMON

game boy — 1998

## Gotta Catch 'em All

The absorbing RPG made completists out of everyone who took up the challenge of catching 'em all. And doing so wasn't easy. You still can't swing a stick without bumping into a Pokémon Master-in-training who's busy linking up, trading and battling with other gamers in the hopes of corralling a complete collection.

### Catch 'em Easily

To catch Pokémon easily using any kind of ball, go into battle. As soon as you see the ball explode, press and hold B. If you hold it just as the ball explodes and then release it after you see the ball wobble a second time, you'll have a good chance of catching a Pokémon.

## Pokémania

## RAMPAGE: WORLD TOUR

nintendo 64 | 1998

### simcity in reverse

Presenting B-movie themes with grade-A gaming, Midway's Rampage appealed to the beast in all of us. The game allowed players to assume the identity of an oversized monster that could stomp down skyscrapers and decimate cities. Breaking things was fun. And Rampage, especially with its three-player mode, made destruction a blast.

#### City Select

With the city select cheat, you can skip to the city of your choice, including hidden ones. To activate the code, go to the Character Select screen and press L and all of the C Buttons simultaneously. You then will be able to change your destination at the screen that shows the city and day.

## STAR WARS: ROGUE SQUADRON

nintendo 64 | 1998

### cooler than hoth

Star Wars is always good material for a game, but even without its popular pedigree, Rogue Squadron soared above other aerial shoot-'em-ups. Following Luke Skywalker during the interim between Star Wars: A New Hope and The Empire Strikes Back, Rogue Squadron took dogfighting games to new heights with its strategic, timed missions.

#### Naboo Fighter

To pilot the Naboo Fighter from the Phantom Menace, enter HALIFAX? as your passcode, then enter !YNGWIE! as your passcode. Though R2-D2 won't beep to confirm the code, the ship will still appear in your hangar, just to the left of your X-wing.

## WCW/NWO REVENGE

nintendo 64 | 1998

### Biff, Bam, Pow!

THQ proved how far wrestling's appeal could go. Like a pay-per-view event, THQ's wrestling games attracted large audiences. And the games even appealed to those who thought Sting was just that guy who used to sing for the Police. Even if you didn't know the personalities, wrestling—thanks to THQ—gave instant gratification to those who had trouble grappling with other fighting games.

#### Use Opponent's Move

Turn the tables on your opponent by using his Special Move against him. When your Special Meter is flashing, grab your opponent in a Strong Grapple. By pressing A and B at the same time, you'll execute your foe's special move.

# ROADSTERS TROPHY

nintendo 64 — 1999

## Open Top, Open Road

Rolling straight off the showroom floor are some codes that haven't appeared in print anywhere else until now. And while Roadsters Trophy is too new to be listed as one of our all-time favorites, we just couldn't resist the temptation of revealing brand spankin' new secrets, so we saved some room for them. And we pass the savings on to you. In this case, type "Smurfing" as your driver's name to raise the voices to helium-high pitches.

### Floating Cars

To pilot a hovering roadster, use "Skywalker" as your name. By renaming your driver with code name after code name (try "Bigwheels" or "Extra rez"), you can enable multiple secrets. To deactivate them, name your driver "CheatsOff."

# STAR WARS: EPISODE I: RACER

nintendo 64 — 1999

## Go Speed Racer, Go

Soon after the release of Star Wars: Episode I The Phantom Menace, its video game spin-off sped onto the N64. Star Wars: Episode I: Racer brought the galaxy from far, far away into homes on earth and recreated the blockbuster's fastest and most furious scene. The game also captured the nuts and bolts of Tatooine's favorite pastime, by souping up the action with customizable sim features.

### All Racers and Tracks

Keeping the fourth save slot empty, begin a new file. Press and hold Z, then use the Control Stick to spell out "RRTANGENTABACUS." Hit L to confirm each letter choice, then highlight "End" and tap L. When you return to the title screen, simultaneously press L, R and right C to unlock the fully loaded file named DBG.

# VIGILANTE 8

nintendo 64 — 1999

## The Polyester Patrol

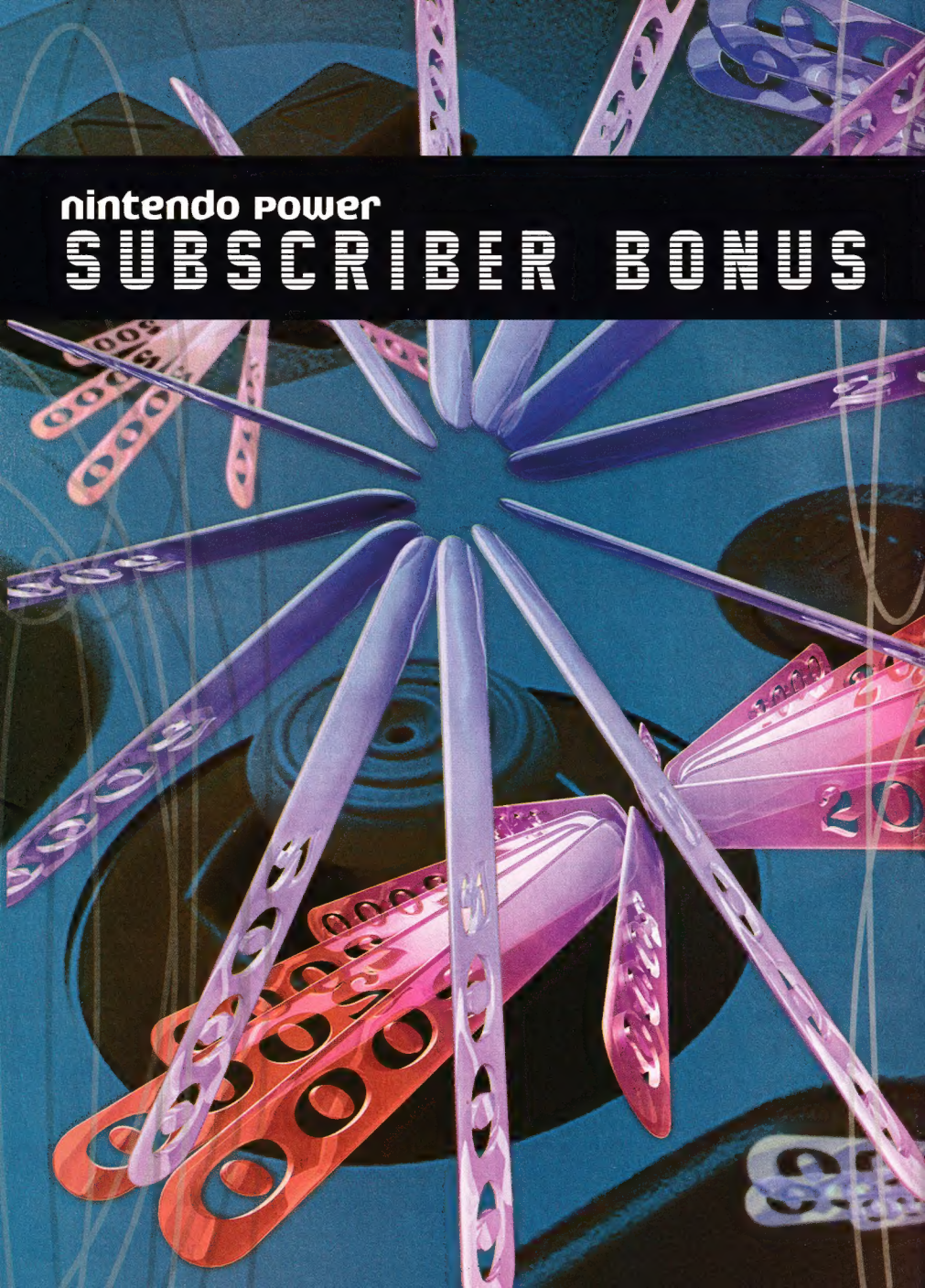
More timeless than the disco era it mocked, Activision's Vigilante 8 melded the supercool '70s with Mad Max driving. Think Charlie's Angels and CHiPs in a demolition derby. And it wasn't the groovy outfits that made Vigilante 8 stand out from other smash-'em-ups—it was the game's slick game play and fearless tongue-in-cheek outlook.

### Super Dreamland 64

What better way to wrap up our code roundup than with a secret that unlocks the N64's exclusive level that resembles a place where Mario would feel right at home? To visit the secret stage, boogie on down to the Passcode screen and type in "DDDDDDDDDDDDDD."

nintendo power

# SUBSCRIBER BONUS



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